Amendment to the Claims

Kindly amend claims 1, 2 and 3 as set forth below. In compliance with the Revised Amendment Format published in the Official Gazette on February 25, 2003, a complete listing of claims is provided herein. The changes in the amended claims are shown by strikethrough (for deleted matter) and underlining (for added matter).

1. (Currently Amended) A method of managing connections between clients and servers of a distributed computing environment, said method comprising:

determining, by a client of said distributed computing environment, that a server coupled to said client, via a communications protocol that lacks individualized timeouts for individual components of said distributed computing environment, is unavailable to process requests for said client, wherein said server is a member of a group of a plurality of replicated servers; and

directly connecting by said client said client to another replicated server of said group, wherein servers of said group lack knowledge of application-level information of a communication session of said client.

2. (Currently Amended) A system of managing connections between clients and servers of a distributed computing environment, said system comprising:

means for determining, by a client of said distributed computing environment, that a server coupled to said client, via a communications protocol that lacks individualized timeouts for individual components of said distributed computing environment, is unavailable to process requests for said client, wherein said server is a member of a group of a plurality of replicated servers; and

means for directly connecting by said client said client to another replicated server of said group, wherein servers of said group lack knowledge of application-level information of a communication session of said client.

3. (Currently Amended) At least one program storage device readable by a machine, tangibly embodying at least one program of instructions executable by the machine to

perform a method of managing connections between clients and servers of a distributed computing environment, said method comprising:

determining, by a client of said distributed computing environment, that a server coupled to said client, via a communications protocol that lacks individualized timeouts for individual components of said distributed computing environment, is unavailable to process requests for said client, wherein said server is a member of a group of a plurality of replicated servers; and

directly connecting by said client said client to another replicated server of said group, wherein servers of said group lack knowledge of application-level information of a communication session of said client.

4. (Previously Presented) The method of claim 1, wherein the determining is performed by a client request broker.

5. (Previously Presented) The method of claim 1, wherein the determining comprises causing at least one ping message to be sent to the server.

6. (Previously Presented) The method of claim 5, wherein the causing comprises causing a plurality of ping messages to be sent to the server.

7. (Previously Presented) The method of claim 6, wherein the causing comprises causing the plurality of ping messages to be sent to the server in accordance with a dynamic ping interval.

8. (Previously Presented) The method of claim 7, wherein the dynamic ping interval is based on a workload level of the server.

9. (Previously Presented) The method of claim 6, wherein the determining comprises determining that a predetermined number of the plurality of ping messages have failed.

10. (Previously Presented) The method of claim 1, wherein the connecting comprises first determining that the another replicated server is available.

11. (Previously Presented) The method of claim 10, further comprising:

routing non-idempotent client requests from the another replicated server to the server if the server is still part of the group; and

sending results of processing the non-idempotent client requests to the another replicated server.

12. (Previously Presented) The system of claim 2, wherein the means for determining comprises means for determining by a client request broker.

13. (Previously Presented) The system of claim 2, wherein the means for determining comprises means for causing at least one ping message to be sent to the server.

14. (Previously Presented) The system of claim 13, wherein the means for causing comprises means for causing a plurality of ping messages to be sent to the server.

15. (Previously Presented) The system of claim 14, wherein the means for causing comprises means for causing the plurality of ping messages to be sent to the server in accordance with a dynamic ping interval.

16. (Previously Presented) The system of claim 15, wherein the dynamic ping interval is based on a workload level of the server.

17. (Previously Presented) The system of claim 14, wherein the means for determining comprises means for determining that a predetermined number of the plurality of ping messages have failed.

18. (Previously Presented) The system of claim 2, wherein the means for connecting comprises means for first determining that the another replicated server is available.

19. (Previously Presented) The system of claim 18, further comprising:

means for routing non-idempotent client requests from the another replicated server to the server if the server is still part of the group; and

means for sending results of processing the non-idempotent client requests to the another replicated server.

20. (Previously Presented) The at least one program storage device of claim 3, wherein the determining is performed by a client request broker.

21. (Previously Presented) The at least one program storage device of claim 3, wherein the determining comprises causing at least one ping message to be sent to the server.

22. (Previously Presented) The at least one program storage device of claim 21, wherein the causing comprises causing a plurality of ping messages to be sent to the server.

23. (Previously Presented) The at least one program storage device of claim 22, wherein the causing comprises causing the plurality of ping messages to be sent to the server in accordance with a dynamic ping interval.

24. (Previously Presented) The at least one program storage device of claim 23, wherein the dynamic ping interval is based on a workload level of the server.

25. (Previously Presented) The at least one program storage device of claim 22, wherein the determining comprises determining that a predetermined number of the plurality of ping messages have failed.

26. (Previously Presented) The at least one program storage device of claim 3, wherein the connecting comprises first determining that the another replicated server is available.

27. (Previously Presented) The at least one program storage device of claim 26, further comprising:

routing non-idempotent client requests from the another replicated server to the server if the server is still part of the group; and

sending results of processing the non-idempotent client requests to the another replicated server.